ABSTRACT OF THE DISCLOSURE
TABLETOP WARGAME CAMPAIGN DATA MANAGEMENT

A method of managing tabletop wargame campaign data includes registering details of each player's forces and details of a campaign between the forces with a management computer, exchanging between the players at least some of the details of the forces and the campaign, updating the details of the forces and the campaign after each player has had an opportunity to input information in relation to their forces, exchanging between the players the updated details of each player's forces and the campaign and advancing a campaign time in one or more discrete time steps until contact is made between opposing forces or a predetermined campaign time is reached. Supply, logistics, order scheduling and synchronization, hierarchies, objectives, geographical features and weariness are also considered. A system, apparatus and computer program for implementing the method are also disclosed.